

STAR WARS™

MINIATURES



CLONE STRIKE™

*Collectable Miniatures
Game Rules*

Star Wars® Miniatures

Starter Set Components

Rules summary sheet

2 exclusive prepainted plastic miniatures: General Kenobi and Jango Fett

8 randomized pre-painted plastic miniatures

10 stat cards, one for each figure

Battle grid (play mat)

8 terrain tiles

Rules booklet

Damage and Force counters

20-sided die (1d20)

Clone Strike set checklist

Skirmish Rules Credits

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Based on the *Star Wars Roleplaying Game* by Bill Slavicsek, Andy Collins, and JD Wiker, utilizing mechanics developed for the new *DUNGEONS & DRAGONS* game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison, and the *D&D Miniatures* game by Rob Heinsoo, Skaff Elias, and Jonathan Tweet.

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Introduction

It is a dark time for the Republic.

Separatist forces have enticed world after world to leave the Republic, and armed rebellion sweeps through the galaxy. The Jedi and the newly created clone troopers jump from world to world, seeking to stem the tide of civil war. Yet as they battle, darker forces conspire that threaten the very existence of the Republic...

The most recent *Star Wars* films—*The Phantom Menace* and *Attack of the Clones*—form the backdrop for this fast-paced, action-packed miniatures game. Using the amazing heroes, villains, aliens, and characters from the Rise of the Empire era, this competitive combat game lets you determine the outcome of battles taking place during the Clone Wars. Imagine yourself as the commander of a squad of Separatist rebels or troopers from the Grand Army of the Republic. You choose your faction. You select your troops. You issue the orders. And it's up to you to prove yourself against the competition in head-to-head action set in the *Star Wars* universe.

Do you play the *Star Wars Roleplaying Game*? The miniatures in this Starter Set are designed specifically to use in adventures. The Gamemaster will find a fantastic collection of allies and opponents in this Starter Set and add-on Booster Packs that contain more miniatures. Players will find the perfect representations of existing characters and new figures that will serve as inspiration for characters they'll create in the future.

Will you rely on the power of the Republic's trusted Jedi, the raw numbers of the Separatist droid armies, or the versatility and adaptability of the Fringe forces? Each faction has something different to offer to your ever-growing squads. The ***Star Wars Miniatures*** game provides an unlimited combination of characters from the *Star Wars* universe as well as a variety of tactics to help a skilled strategist overcome any challenge and win the day—if the Force is with you!

Three Ways to Play

Use ***Star Wars Miniatures*** to:

- Play using the competitive ***Star Wars Miniatures*** skirmish rules detailed in this book.
- Collect the *Star Wars* fantasy, from Jedi to Sith, droids to aliens, and more. ***Star Wars Miniatures*** Booster Packs, sold separately, provide more miniatures for either head-to-head or roleplaying game play.
- Represent characters and creatures in the *Star Wars Roleplaying Game*. These official miniatures are designed for use with all *Star Wars Roleplaying Game* products.

Skirmish Rules

Across the expanse of the galaxy, forces of the Grand Army of the Republic battle the Separatists of the Confederacy of Independent Systems to decide the Clone Wars. This booklet provides the rules for fast, tactical miniatures battles (skirmishes) in the *Star Wars* universe.

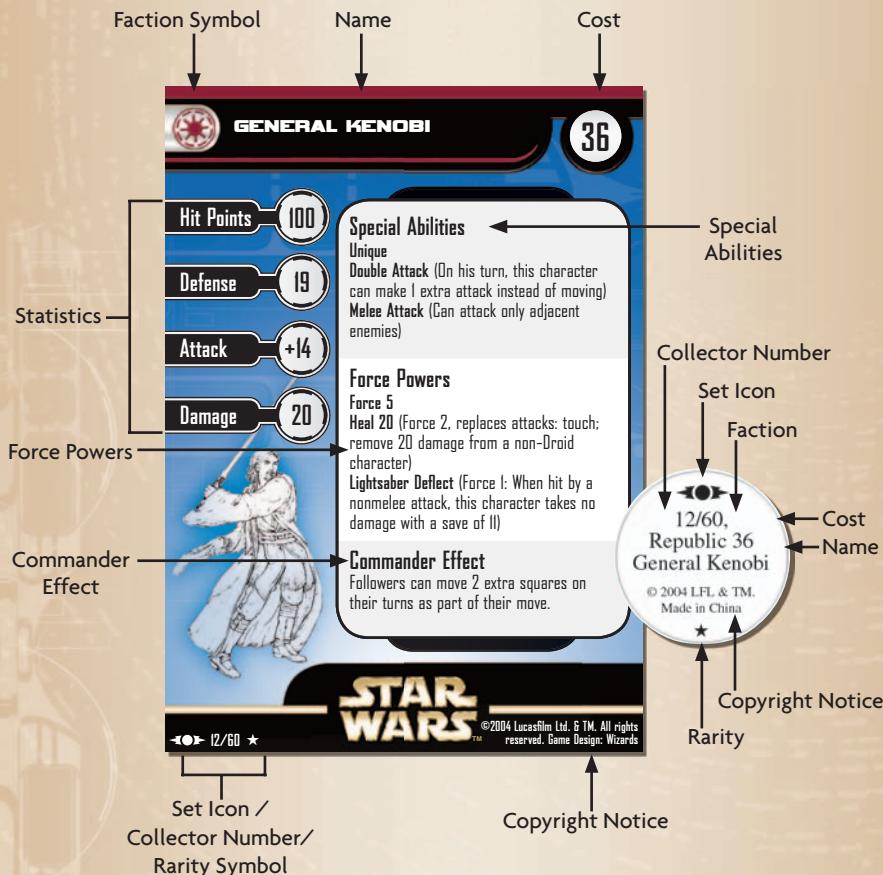
In a skirmish, a Republic squad and a Separatist squad battle each other. The winner is the player whose squad defeats all the enemy characters. For other sorts of scenarios, including multiplayer and team skirmishes, see Scenarios on page 25.

Characters

Each miniature figure represents a character from the *Star Wars* universe. (These rules refer to all miniatures as “characters.”) Each character has a corresponding **stat card** that lists game statistics for the skirmish rules.

How to Read a Stat Card

Look at the stat card displayed below.



Name

Match the name on each stat card to the name on the base of the miniature.

Faction Symbol

Your squad belongs to a specific faction, which corresponds to the sides participating in the Clone Wars that rage during the Rise of the Empire era. The factions are: the Republic, the Separatists, and the Fringe.

Each character's stat card has a symbol that identifies which faction it can fight for. Characters with the Fringe symbol can fight for any faction and so can be added to any squad.

Cost

The cost is the number of points you pay to add a character to your squad. A squad can have up to 100 points of characters in it.

Statistics

This section provides information you need to play the game.

Hit Points represent how much damage a character can withstand before falling in battle. When a character's Hit Points are reduced to 0, the character is defeated and removed from the battle grid.

Defense represents how hard the character is to hit in combat. An attacker must roll this number or higher to hit the character and deal damage.

Attack is a measure of how effective the character is in combat, whether with a blaster, lightsaber, or claws. When the character makes an attack, roll the 20-sided die (1d20) and add this number. If the result equals or exceeds the enemy's Defense, the attack hits.

Damage is how much damage the character deals when an attack hits.

Special Abilities

These include any special attacks, qualities, or limits a character has. Special abilities may override the general rules.

Force Powers

Some characters have a Force rating, which is a number of points they can spend to use Force powers. Using a Force power costs Force points, as described in the power's description. Characters with Force points can also use them to reroll bad rolls or to move faster. Some characters with Force ratings have no Force powers; they can use their Force points only to reroll or move faster.

Commander Effect

Some characters can help the rest of their team, directing them, encouraging them, or coordinating their attacks. These effects are listed here.

Set Icon/Collector Number/Rarity Symbol

The icon tells you what set a miniature belongs to, such as the Clone Strike set (whose icon is ). The collector number lists the miniature's order in the set, as well as the total number of miniatures the set contains.

The rarity symbol indicates how easy the miniature is to find. There are four levels of collectability: common ●, uncommon ♦, rare ★, and very rare ○.

Building a Squad

In a skirmish, one player builds a Rebel squad, the other a Separatist squad.

Factions

The Clone Wars, marked by battles on such diverse worlds as Naboo, Geonosis, and Muunilinst, are primarily fought between two factions—the galaxy-spanning Republic and the rebellious Separatists. A third faction, made up of independent crime lords, mercenaries, smugglers, and bounty hunters, is known as the Fringe. Members of the Fringe can join forces with either the Republic or the Separatists.

When building a squad, first choose the faction the squad belongs to. Each character's stat card gives its game statistics, including a faction symbol that shows which faction it can fight for.



THE REPUBLIC

The Republic, called in later years the Old Republic, has maintained the peace in the galaxy for thousands of years, advised by the powerful and wise Jedi Council. Over time, though, the Republic has become burdened with corruption and bureaucracy. Now, as the Separatist movement throws more planets into open rebellion, the Republic is aided by a new breed of soldiers—the clone troopers—who fight to preserve the Republic.



THE SEPARATISTS

A conspiracy of powerful factions from within the Republic itself, the Separatists (also known as the Confederacy of Independent Systems) have now come into open armed conflict against the Republic. Groups including the Trade Federation, the InterGalactic Banking Clan, and the Techno Union have encouraged internal rivalries and civil unrest, supplying weapons, mercenaries, and droid armies to the systems in revolt, in hopes of remaking the Republic in their own image. Little do they realize that they themselves are tools of a more malignant force, the Sith, that seeks total domination of the galaxy.



THE FRINGE

For the most part, members of the Fringe exist in the shadowy places beyond the scope of law and order. All manner of scoundrels and free agents inhabit the Fringe, each looking to make a quick credit or following their own code of conduct. They go where the money is, or where their ideals take them, usually rejecting established authority. Characters belonging to the Fringe faction can fight for any side—Republic or Separatist.

Squad Construction

After choosing a faction, start selecting characters to fight in your squad. You can spend up to 100 points to build your squad.

Cost: Each character has a point cost shown on its base and the top right corner of its stat card.

Factions: Your squad can contain characters that possess your faction's symbol or the Fringe symbol. One player (the Republic player) constructs a squad of Republic and Fringe characters, while the other (the Separatist player) constructs a squad of Separatist and Fringe characters.

SAMPLE REPUBLIC SQUAD

Character	Cost
General Kenobi	36
Ishi Tib Scout	14
Clone Trooper Commander	13
Clone Trooper Sergeant	10
3 Clone Trooper	27
Total Characters 7	Total Cost 100

Squad-Building Etiquette

Construct your squad in secret, using the stat cards. Don't identify which characters you're using yet; just keep your hand of stat cards ready.

You reveal your squad when setting up the skirmish.

THE RIGHT SQUAD FOR THE RIGHT BATTLE

Squads have different strengths and weaknesses, depending on the mix of characters and the factions they belong to. Try creating several different squads and get a feel for how they play. Each rewards different strategies and tactics. One might consist of a large number of low-power characters, another could feature a few very powerful characters, while a third combines the two combat styles in some unique manner. The more combinations you try, the more tricks and tactics you learn—and the more you'll win!

Setup

This Entry Pack contains a **battle grid**, a two-sided sheet overlaid with a grid of 1-inch squares. If you want to get playing fast, use the side of the battle grid with the printed map (this represents part of a city on the banking planet of Muunilinst).

If you prefer, you can instead use the blank side of the battle grid and set up your own battlefield. See Scenarios on page 25 for more information.

Seating

Set the battle grid on the table. Players sit at opposite ends: the Separatist player at the end with the Control Room and the Republic player at the opposite end.

The edges of the battle grid are impassable walls. There is no way off the battle grid.

Assemble Your Squad

Both players reveal their squads. The Separatist player sets up the Separatist squad within 4 squares of that player's edge of the battle grid. The Republic squad sets up within 4 squares of the opposite edge.

The Separatist squad sets up first, then the Republic squad. After you set up your squads, roll for initiative to start the skirmish.

Skirmish Basics

Once you have chosen your squad and set up the battle grid, you and your opponent take turns activating the characters in your squads.

How to Win

You win by defeating all the enemy characters. (Other scenarios and ways to win start on page 25.)

Tie-Breaker: If no character has damaged an enemy character, made an attack roll, or forced an enemy character to make a save for 10 rounds in a row, total up the points for characters that have been defeated. The player who has defeated the most points' worth of characters is the winner. If players are tied, the winner is the player who has a character closest to the center of the battle grid. If players are still tied, the player with the highest-cost character nearest the center is the winner.

Initiative Roll

A skirmish begins with an **initiative roll** to determine who goes first. Each player rolls 1d20. The player with the higher initiative roll chooses who goes first. (Reroll ties.) Sometimes you'll want to go first; other times you'll want to see what your opponent is up to before committing your forces.

Rounds, Phases, and Turns

A skirmish is played in **rounds**.

In each round, players activate characters in their squads to take actions, each activating two characters at a time.

First Player: Activates two characters, one at a time. Activating two characters this way is called a **phase**.

Second Player: Activates two characters, one at a time.

First Player: Activates two more characters. These are characters that have not been activated yet this round.

Second Player: Activates two more characters. These are characters that have not been activated yet this round.

Repeat until all the characters have activated. Sometimes a player has more characters than his or her opponent and activates many characters at the end of the round.

Each character can be activated only once in a round. When a character activates, that is the character's **turn**. To indicate that a character has been activated in a round, turn its stat card or change the direction the miniature is facing.

A round ends when all players have activated all their characters once. Then a new round begins with a new initiative roll.

Activating Characters

An activated character can do one of the following things.

- Move up to 6 squares and then attack; **or**
- Attack and then move up to 6 squares; **or**
- Move up to 12 squares (and not attack).

“Replaces Attacks”: Sometimes a special ability or Force power says that it “replaces attacks.” In this case, a character can use that special ability or Force power instead of making its usual attack. A character can move up to 6 squares before or after using such a special ability or Force power, just as if it were an attack.

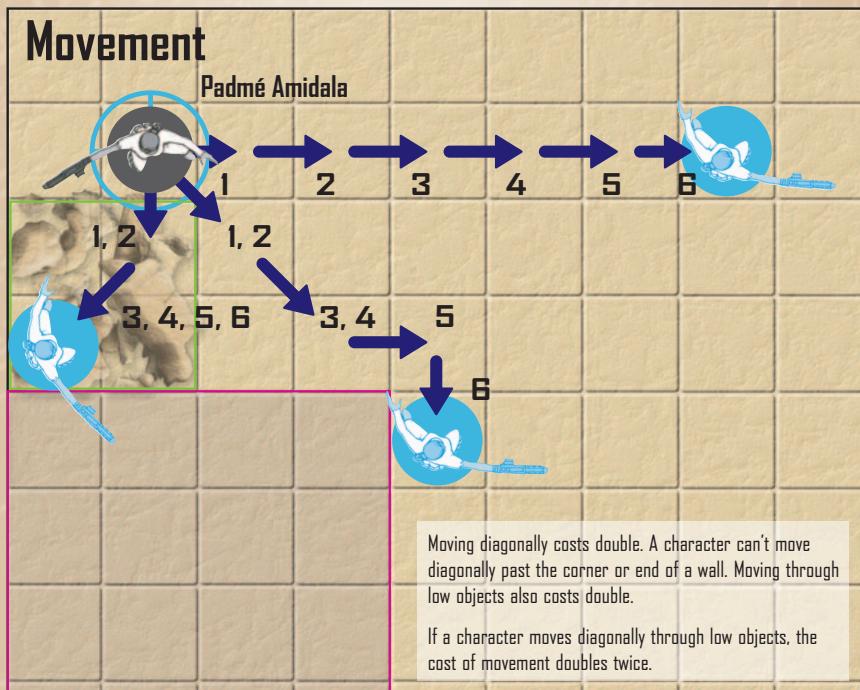
Movement

During its turn, a character can move up to 6 squares and attack, attack and then move up to 6 squares, or move up to 12 squares (but not attack).

Diagonals: When moving or counting along a diagonal path, each diagonal counts as 2 squares.

Corners: A character can't move diagonally past the corner or end of a wall that extends to a grid corner (see Walls on page 23).

Other Characters: A character can move through a space occupied by an ally, but it can't end its move in an occupied square. A character can't move through a space occupied by an enemy. Even moving while adjacent to an enemy is dangerous. See Attacks of Opportunity on page 17.



Terrain: Features on the battle grid and terrain tiles can affect movement. See Terrain on page 21.

Low Objects: It costs double to move into a square with low objects. (Moving diagonally into a square containing low objects costs 4 times as much.)

Walls and Pits: Walls and pits block movement. Some big objects count as walls.

Doors: Doors act like walls while closed and have no effect while open.

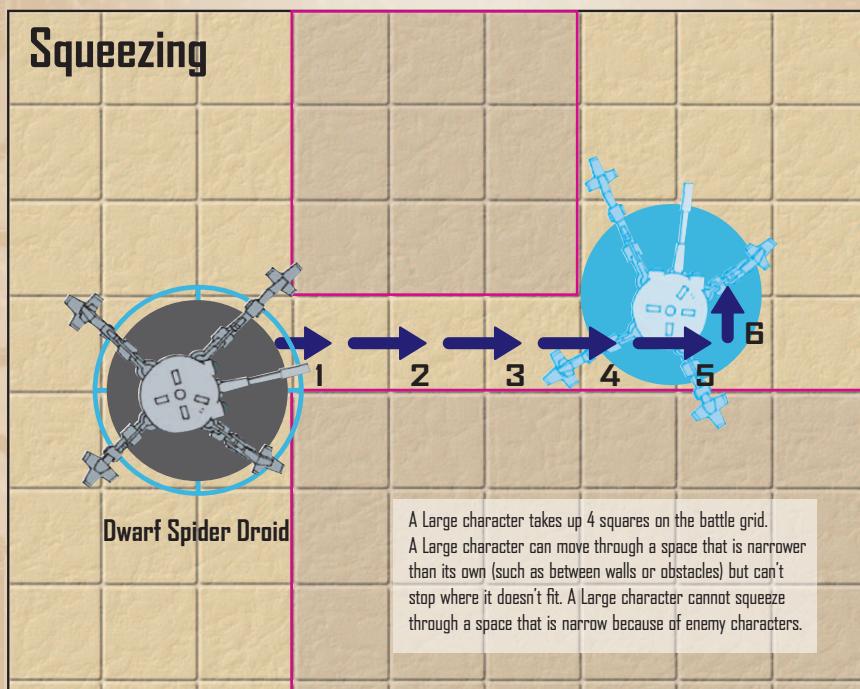
Large Characters and Movement

Large characters occupy a space 2 squares wide and 2 squares long. They pay the extra costs for moving into low objects if any part of their space moves into a square containing low objects. They cannot move if any part of their space would move into a square containing an enemy.

Squeezing: Large characters can squeeze through small openings (such as single-square doors) and down narrow hallways, provided that they end their movement in an area that they can normally occupy. Large characters cannot squeeze past enemies.

Attacks and Damage

Some characters in the *Star Wars* universe attack with blasters, others use vibro weapons, and others wield lightsabers. When a character attacks an enemy, you choose your target, make an attack roll, and, if the attack roll hits, deal damage.



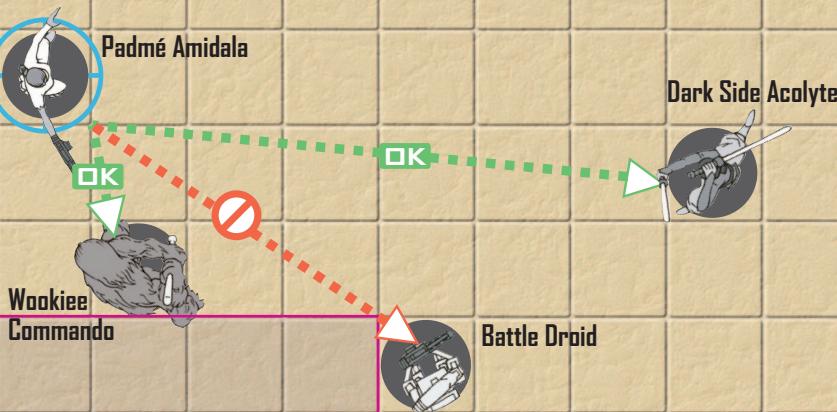
Line of Sight



Two characters have line of sight to (can see) each other if there's at least one clear line between their spaces. A line that nicks a corner or runs along a wall does not provide line of sight. In this example, Padmé can see the Battle Droid but not the Dark Side Acolyte.

A character needs line of sight to an enemy to attack that enemy. Padmé can attack the Battle Droid but not the Dark Side Acolyte.

Choosing Targets 1



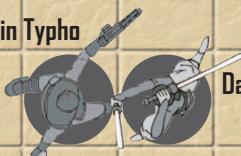
A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, Padmé can attack either the Wookiee Commando or the Dark Side Acolyte. She can't attack the Battle Droid because it has cover against her and it's not the nearest enemy.

Choosing Targets 2



Padmé Amidala

Captain Typho



Dark Side Acolyte



Battle Droid

If one or more enemies are adjacent to an attacking character, the attacker must choose one of those enemies as the target. In this example, Captain Typho can't attack the Battle Droid because the Dark Side Acolyte is adjacent to him.

A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, the Battle Droid can attack either Padmé Amidala or Captain Typho. The Dark Side Acolyte gives cover to Typho (+4 bonus to Defense), but since Typho and Padmé are both 5 squares away from the Battle Droid, the Battle Droid can choose to attack Typho anyway.

Choosing Your Target

Before making an attack, choose which enemy the attacking character (attacker) is targeting.

Line of Sight: The attacker must be able to see the enemy. See Line of Sight, below.

Cover: A character can't target an enemy that has cover unless that enemy is the nearest. See Cover, below.

Adjacent Enemies: If enemies are adjacent to the character, it can target only one of those enemies.

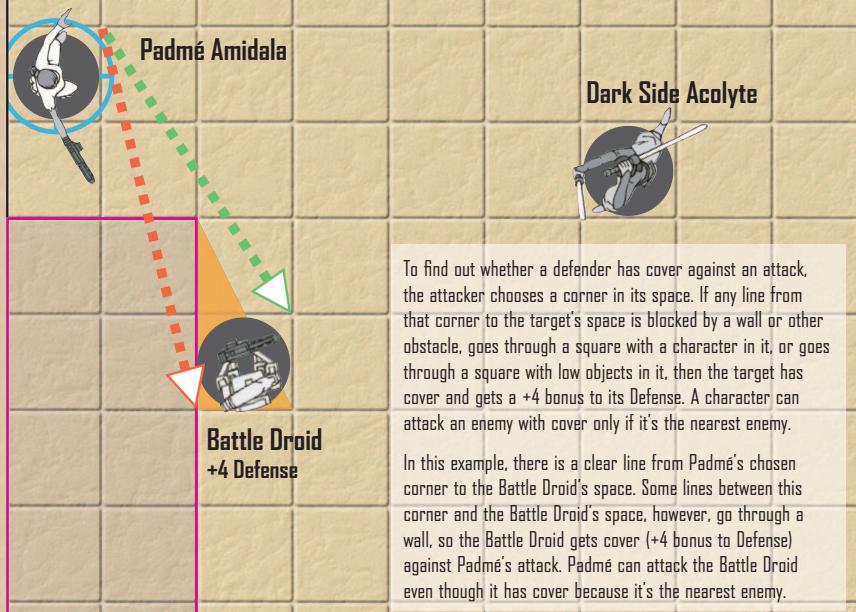
Line of Sight

Generally, a character can target any enemy (called the defender) it can see. Seeing a defender is determined by finding **line of sight**. Draw an imaginary line from any point in the attacker's space to any point in the defender's space. If the player who controls the attacking character can draw that line without touching a wall, that character has line of sight to that defender. A line that nicks a corner or runs along a wall does not provide line of sight. Only walls, closed doors, and big objects that count as walls block line of sight. Characters, low objects, and pits do not block line of sight.

Cover

Characters and certain kinds of terrain, such as low objects and walls, can provide **cover** against attacks. A character can attack an enemy with cover only if it's the nearest enemy. Even if the attacker can attack that enemy, the enemy gets a +4 bonus to its Defense for having cover.

Cover



To determine whether an enemy has cover, the player who controls the attacking character chooses a corner of a square in the attacker's space. If any line traced from this point to any point in the enemy's space passes through a wall or a square that provides cover, the enemy has cover.

The enemy does not have cover if the line runs along or merely touches the edge of a wall or other square that would otherwise provide cover.

No matter how many terrain features or characters provide a character with cover, it gets the +4 bonus to Defense just once. A character never has “double cover.”

An adjacent enemy never has cover.

Low Objects and Cover: Low objects provide cover to enemies in those squares. However, an attacking character ignores low objects in its own space and adjacent squares. Low objects in the attacker's space and in adjacent squares don't provide cover to enemies. The attacker can “shoot over them.”

Characters and Cover: Characters provide cover, whether they're allies or enemies.

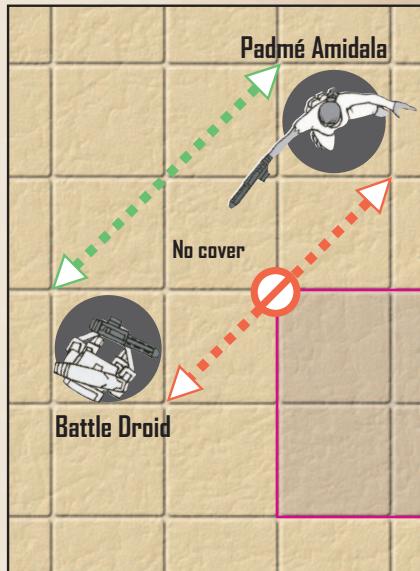
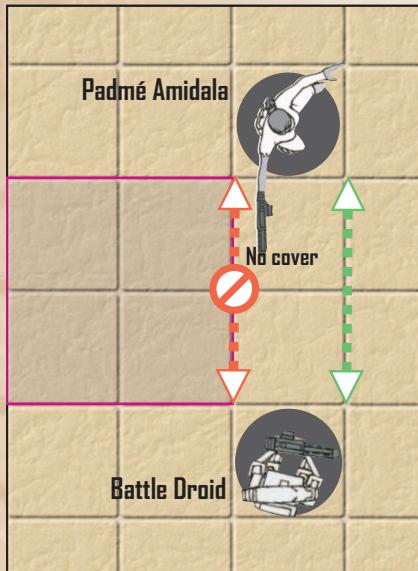
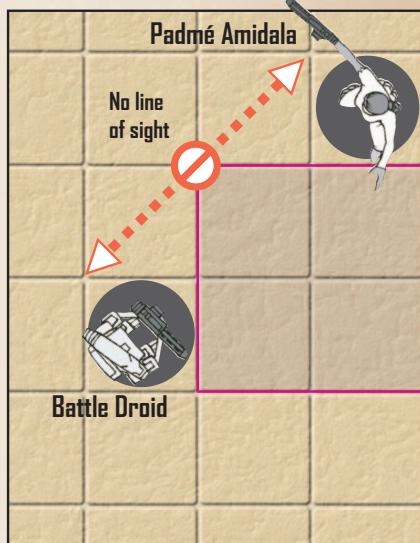
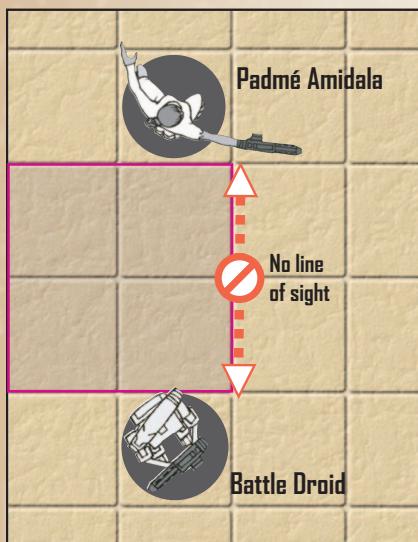
Making Attacks

Making an attack means first making an attack roll and then, if the attack hits, dealing damage.

Attack Rolls

When your character attacks, you make an attack roll. Roll 1d20, add the character's Attack number, and add any other modifiers that apply.

Cover and Line of Sight



A line that runs along a wall or that nicks a corner of a wall does not provide line of sight. But if some other line does provide line of sight, a line that runs along a wall or that nicks a corner also does not grant cover.

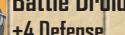
When determining line of sight or cover, don't count lines that run along walls or that nick corners.

Cover from Low Objects 1

Padmé Amidala



Battle Droid
+4 Defense



Dark Side Acolyte
+4 Defense



Captain Typho



Wookiee Commando
+4 Defense



If a line from the attacker's chosen corner to the defender's space passes through a square containing low objects or another character, the defender has cover (+4 bonus to Defense).

In this example, Captain Typho can attack one of the three enemies. The low objects provide cover to the Dark Side Acolyte and Wookiee Commando. Padmé provides cover to the Battle Droid. Since these three enemies are equally close to Typho, he can attack any one of them even though they have cover.

Cover from Low Objects 2

Battle Droid



Wookiee Commando



Dark Side Acolyte



Padmé Amidala



When checking to see whether the target of an attack has cover, the attacker can ignore low objects in its own space and in adjacent squares. Low objects in these squares don't provide cover to enemies.

In this example, Padmé can attack either the Battle Droid or the Dark Side Acolyte. Neither enemy has cover against her attack. The Wookiee Commando, however, has cover from the low objects. Since the Wookiee Commando has cover and is not the nearest enemy, Padmé can't shoot that character. If the Battle Droid shot Padmé, Padmé would have cover (+4 bonus to Defense) from the low objects in her square.

If the result of an attack roll equals or exceeds the enemy's Defense number, the attack hits. The attacking character deals damage (its Damage number), which reduces the enemy's Hit Points.

For example, Jango Fett shoots at General Kenobi. The Separatist player rolls 1d20 and adds 13 for Jango's Attack (assuming no other modifiers come into play). The die comes up 12, for a total of 25. General Kenobi's Defense is 19, so that's a hit. Jango's Damage is 20, so General Kenobi loses 20 Hit Points. He drops from 100 to 80.

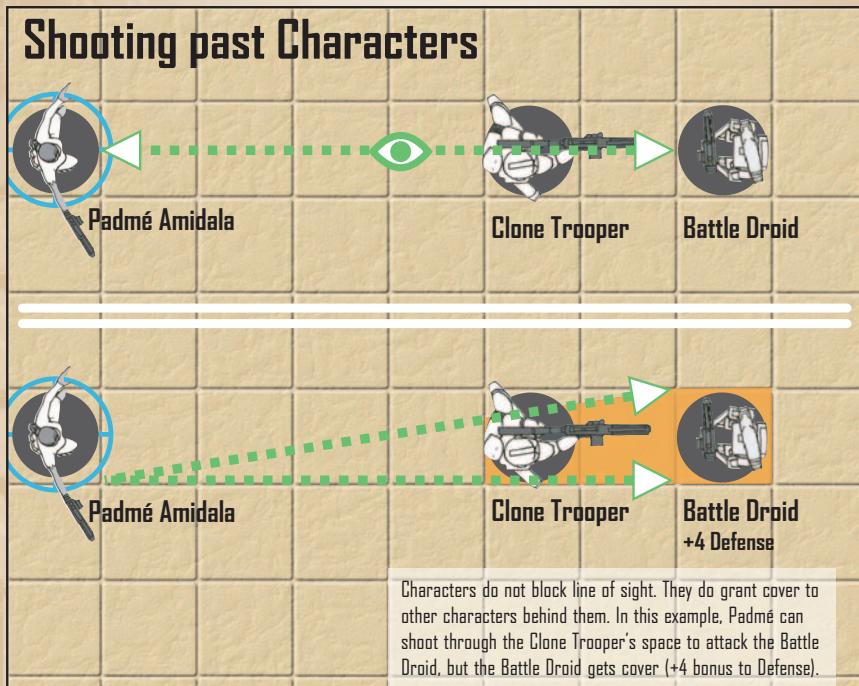
Natural 20 is a Critical Hit: If you roll a natural 20 when making an attack roll (a roll of 20 on the die, regardless of modifiers), the attack automatically hits, no matter how high the defender's Defense. In addition, it is a **critical hit** and deals double damage. Droid characters are immune to critical hits and do not take double damage, but a natural 20 still hits automatically.

Natural 1 is an Automatic Miss: If you roll a natural 1 when making an attack roll (a roll of 1 on the die, regardless of modifiers), the attack automatically misses, no matter how high the bonus on the attack roll is.

Attack Roll: $1d20 + \text{Attack number}$.

A total equal to or greater than Defense is a hit.

A hit deals damage, which reduces Hit Points.



ATTACKING ALLIED CHARACTERS

A character cannot attack an allied character.

This restriction doesn't prohibit the use of special abilities and Force powers that also harm allies—only attacks.

Damage and Hit Points

When an attack hits, it deals damage that reduces the enemy's Hit Points. Use the counters in this Starter Set to keep track of damage.

Reduced to 0 Hit Points: When a character's Hit Points drop to 0 or lower, it is defeated and removed from the battle grid.

Combined Fire

Multiple characters can combine their attacks in **combined fire**. When a character makes an attack on its own turn, allied characters that have not yet activated this round can combine fire to aid in the attack. These allied characters must have line of sight to the target. Characters with the Melee Attack special ability, or characters that deal no damage, cannot use or benefit from combined fire.

These allied characters activate immediately, giving the attacker a +4 bonus to Attack for each character activated in this fashion. The characters don't do anything with their activation other than grant the combined fire bonus, and they can't activate again that round. In a sense, they give up their turns for the round to aid in the attack.

You have to decide which allies combine fire before making the attack roll. You can't make the attack roll and then decide how many allies help out with combined fire.

The bonus from combined fire is only good for a single attack. If a character has a special ability that lets it make more than one attack on its turn, the bonuses are good only for the attack they apply to.

You can't combine fire on an attack of opportunity.

Attacks of Opportunity

If an enemy moves out of a square adjacent to a character, that character can make a single, immediate attack against that enemy (even if the character has already activated this round). This is called an **attack of opportunity**.

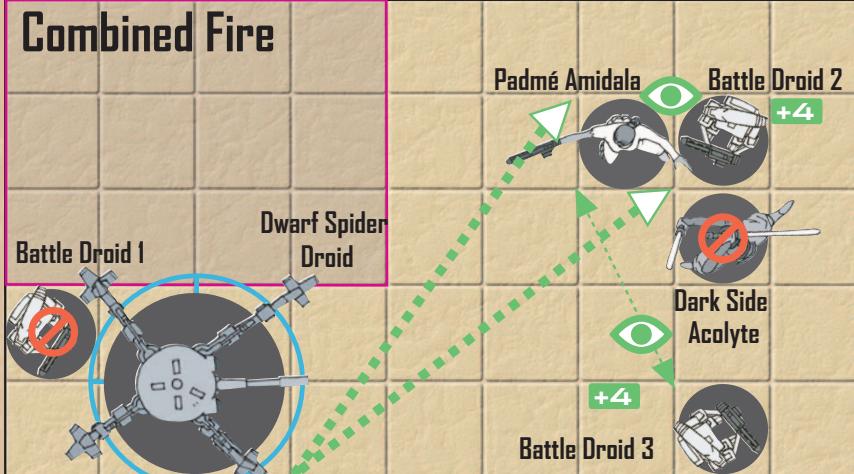
One Per Turn: There is no limit to the number of attacks of opportunity a character can make in a round, but it can make only one during a given character's turn.

Attack is Optional: A character does not have to make an attack of opportunity when one is available.

Timing: A character makes an attack of opportunity in response to an enemy's movement. The attack takes place when the enemy is about to leave the adjacent square, but before it actually does. Pause the movement and make the attack; if the enemy is not defeated, it continues moving.

In a skirmish with more than two players, if characters from several different squads are able to make an attack of opportunity, resolve attacks in play order (acting player first, then clockwise around the table).

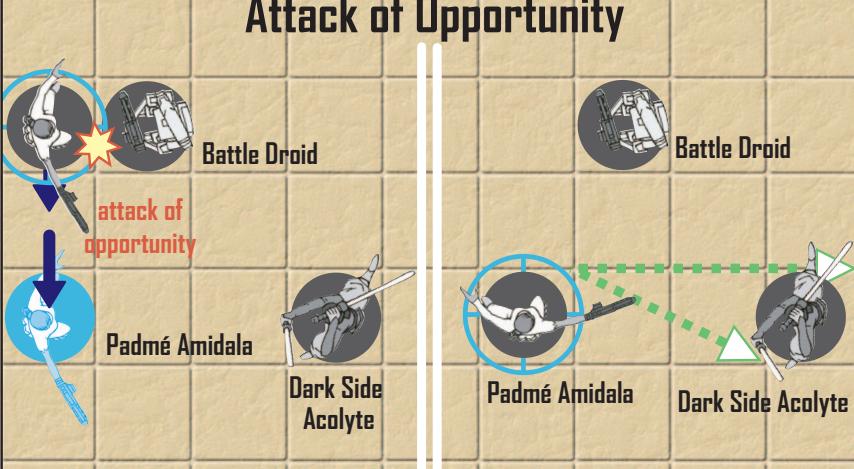
Combined Fire



When a character attacks, allied characters that have not yet activated this round and that have line of sight to the defender can combine fire. These characters activate immediately, each giving the first character a +4 bonus on the attack roll. Characters with the Melee Attack special ability, and those that deal no damage, can't use or benefit from combine fire.

In this example, the Dwarf Spider Droid shoots at Padmé. Battle Droid 1 can't combine fire because it doesn't have line of sight to Padmé. The Dark Side Acolyte can't combine fire because she has the Melee Attack special ability. Battle Droids 2 and 3 each activate, and each gives Dwarf Spider Droid a +4 bonus on the attack roll, for a total bonus of +8.

Attack of Opportunity



If a character moves out of a square that's adjacent to an enemy, that enemy can make an immediate attack against that character, called an attack of opportunity. A character can make only one attack of opportunity per turn.

In this example, Padmé starts her turn adjacent to a Battle Droid. A character adjacent to an enemy can attack only that enemy or another adjacent enemy. Since Padmé wants to attack the Dark Side Acolyte, she moves away from the Battle Droid. This provokes an attack of opportunity from the Battle Droid. Then Padmé attacks the Dark Side Acolyte.

Single Attack. An attack of opportunity is a single attack. Characters with special abilities that allow them to make additional attacks can still make only one attack of opportunity.

Walls: Two characters are adjacent only if they have line of sight to each other. If two characters are on opposite sides of a wall, they aren't adjacent, so neither can make attacks of opportunity against the other.

“Replaces Attacks”: Some special abilities take the place of attacks. They cannot be used in place of attacks of opportunity.

Special Abilities and Attacks

Sometimes a special ability deals damage, or it adds to the damage dealt by an attack. See the description of the special ability in the glossary at the end of this rulebook for its effects.

Some special abilities allow a character to make additional attacks in a single turn. Roll for each attack separately: If you defeat one enemy, you can target another enemy with any remaining attacks.

Melee Attack: Characters with the Melee Attack special ability can attack only adjacent enemies. Characters with Melee Attack cannot use combined fire, either to gain a bonus or to give a bonus to another character.

EXAMPLE ATTACK

It's the Separatist player's phase. She activates a Dwarf Spider Droid. (Look at the Combined Fire diagram on page 16.)

Movement: The Dwarf Spider Droid can't see Padmé Amidala because walls are in the way, so the Separatist player moves the Droid 6 squares. At the end of the Droid's movement, it has a clear shot at Padmé. (That is, Padmé has no cover.)

Target: The Dwarf Spider Droid chooses Padmé as the target. After all, the Separatist player moved the Droid into position to shoot Padmé.

Combined Fire: Before making the attack roll, the Separatist player decides to include two Battle Droids in the attack. They activate immediately to give the attacking Dwarf Spider Droid a +8 bonus on the attack roll (+4 each).

Attack Roll: The Separatist player makes the Dwarf Spider Droid's attack roll. She rolls 1d20, which comes up 7. The player adds +6 for the Droid's Attack and +8 for combined fire, for a total of 21. Padmé's Defense is 17, so that's a hit.

Damage: The Dwarf Spider Droid has a Damage rating of 30, so Padmé takes 30 points of damage. She started with 60 Hit Points, so she has 30 left.

Special Abilities, Force Powers, and Commander Effects

Some characters have special abilities, Force powers, and commander effects listed on their stat cards. Look in the glossary at the end of this booklet for rules about specific special abilities, Force powers, and commander effects.

Using Special Abilities

Most special abilities are automatic. They either always work, or they work under certain conditions. For example, Aurra Sing has Careful Shot +4 (+4 Attack if she doesn't move) and Jedi Hunter (bonus on Attack and Damage against enemies with Force ratings). If you're activating Aurra Sing, you don't have to choose whether to use a special ability, and you don't have to decide between one or the other. They both work whenever you need them to.

Force Points and Force Powers

Some characters have access to the Force and can use it for a number of effects. These characters have Force points (and a Force rating on their stat cards).

Reroll: A character can spend 1 Force point to reroll an attack or save that it has just made. You can even reroll a natural 1 on an attack (normally an automatic miss). You must take the result of the second roll, even if it's worse.

Since an initiative roll affects a whole squad, not just an individual character, you can't spend a Force point to reroll initiative.

Move Faster: A character can spend 1 Force point to move 2 extra squares on its turn. This extra distance is added onto the character's regular move. General Kenobi, for example, can use this option to move 8 squares and attack or move 14 squares without attacking. He can't, however, move 6 squares, attack, and then spend 1 Force point to move another 2 squares.

Force Powers: A character can spend Force points to use a Force power listed on its stat card. The Force power's rules text lists how many Force points it costs to use. A few characters with Force points don't have any special Force powers; they can only use their Force points to reroll or to move faster.

Spending Force Points: When a character spends Force points, they're gone for the rest of the skirmish. Use them wisely.

Once per Turn: A character can spend Force points only once per turn. However, it may spend Force points during other characters' turns, if appropriate, and can do so multiple times in a round (up to the limit of its Force rating).

For example, Kit Fisto starts with 4 Force points. On his turn, he uses 1 Force point to move 8 squares and end up adjacent to several enemies. He's down to 3 Force points. He wants to attack all the adjacent enemies, but he can't use his Lightsaber Sweep Force power to do so, because he's already spent Force points this turn. He can attack just one enemy instead. After his turn is over, an enemy takes its turn and targets Kit Fisto with Grenades. Kit Fisto fails his save. Since it's another character's turn, he can spend 1 Force point to reroll his failed save.

Timing: Some Force powers can be used in response to an event, such as an enemy's attack. Using the Force in this way is an immediate action and does not require the character using

it to activate. Occasionally a Force power affects something outside a character's actions (such as Anticipation, which allows an initiative reroll). Again, this does not activate the character; spend the Force points at the appropriate point in the round.

Commander Effects

Some characters are able to influence allies on the battlefield. These characters have commander effects. Commander effects do not normally affect Droid or Savage characters.

Rules for Special Abilities, Force Powers, and Commander Effects

Special abilities, Force powers, and commander effects all have some rules in common.

Replaces Attacks

Many special abilities and Force powers allow a character to use them anytime during its turn, and their use doesn't prevent that character from being able to attack during that turn. If using a special ability or Force power replaces attacks, this fact is noted in the ability's rules text on the stat card and in the definition in the glossary at the end of this booklet. Special abilities and Force powers that replace attacks can be used only on the acting character's turn, not in place of an attack of opportunity.

Targets of Special Abilities and Force Powers

When you choose an enemy as a target for a special ability, use the same rules as for attacks.

Line of Sight: You can choose only an enemy that the acting character can see.

Cover: If an enemy has cover, you can't choose it as the target unless it's the nearest enemy.

Adjacent Enemy: If one or more enemies are adjacent to the acting character, you must choose one of these enemies as the target.

Simultaneous Effects

If several effects happen at the same time, play them out one after the other. Usually it doesn't matter what order these effects happen in. If it does matter, use the following rules.

Player's Choice: If several effects apply to one player's character or characters, that player determines the order.

Acting Player First: If the effects apply to more than one player's characters, the acting player (the one whose character is doing something) goes first. If there are more than two players in the skirmish, the player to the left goes next, and so on.

Terrain

The Muunilinst side of the battle grid and the terrain tiles included in this Starter Set contain a variety of terrain. Terrain can affect movement, line of sight, and cover.

Squares and Edges: Different kinds of terrain have color-coded borders to remind you to treat the whole square or edge as that terrain, to make it clear what sort of terrain it is, and to indicate which corners can be crossed diagonally. Terrain applies to an entire square or edge if the color-coded borders extend to the corners of that square or edge. For example, the image of a statue (which counts as a wall) might not fill a whole square, or it might spill across a border into another square, but for game purposes, only the indicated square is treated as containing a wall. All squares inside a larger bordered space count as that kind of terrain.

Low Objects

Computer terminals, chairs, countertops, and similar obstacles are collectively referred to as **low objects**. A square containing low objects has a green outline.

Movement: It costs twice

as much to move into a square containing low objects. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Low objects do not block line of sight.

Cover: Low objects provide cover. The attacking character ignores low objects in the space it occupies and in adjacent squares for determining cover.



Walls

Walls are high objects

that separate squares. Some very large objects, such as columns, are high enough to be considered walls. An edge that's a wall has a magenta line along it.

Movement: Characters cannot move through walls. They cannot move diagonally across a wall corner if its color-coded border extends to that corner.

Line of Sight: Walls block line of sight. Characters on opposite sides of a wall are not adjacent.

Cover: Walls can provide cover (when they don't block line of sight altogether).

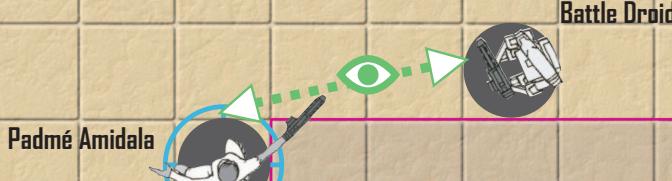
Doors

Doors can open and close during the course of a skirmish. An edge that's a door has a series of blue squares along it. Doors are closed and considered walls unless they are open.

Opening a Door: A door becomes open at the end of any character's turn when a character is adjacent to the door. An open door has no effect on movement, line of sight, or cover. (It's effectively not there anymore.)



Shooting Around Corners

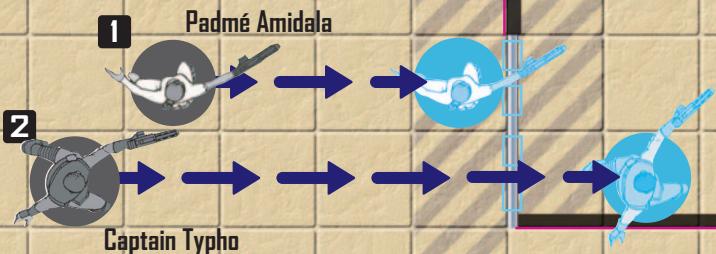


A character can usually shoot around a nearby corner at no penalty. In this example, Padmé and the Battle Droid have line of sight to each other. Remember, you only need a single clear line from one character's space to another's to get line of sight.



To determine whether a defender has cover against an attack, the attacker chooses a corner in its space. If all the lines to the defender's space from this point are clear, then the defender doesn't have cover. In this example, Padmé can shoot around the corner, and the Battle Droid has no cover. If the Battle Droid shot Padmé, Padmé would get cover (+4 bonus to Defense).

Doors



A door acts like a wall when there's no character next to it. If a character ends its turn next to a door, the door is now open, as if it's not there. The door remains open until a character's turn ends with no character adjacent to it.

In this example, (1) Padmé moves to a square adjacent to the door (any of the shaded squares) but can't go through it. At the end of Padmé's turn, the door opens. (2) Captain Typho then moves freely through the open door.

Closing a Door: A door remains open until a character's turn ends with no character adjacent to it, at which point it becomes closed.

Setup: If a character sets up next to a door (so that the skirmish starts with the character there), the door starts the skirmish already open.

Pits

Pits are deep craters plunging into the depths of the planet. A square that counts as a pit has an orange outline.

Movement: Characters cannot move into a square containing a pit unless they have the Flight special ability. Characters with Flight can move through a square containing a pit but cannot end their movement in that square.

Line of Sight and Cover: Pits do not block line of sight, nor do they provide cover.



Scenarios

In addition to setting up skirmishes as described in these rules, you can fight other sorts of battles. This section gives you more rules for setting up different kinds of skirmishes.

Fringe Squads

The basic rules assume that one player has a Republic squad and the other a Separatist squad. It's also possible to create a Fringe-only squad, which can't have Republic or Separatist characters in it. In the basic, two-player skirmish, a Fringe squad sets up at either end of the battle grid, depending on what the opponent is playing. If both players have Fringe squads, dice off to decide where each squad sets up.

Battle Grid Options

You can change the field of battle in various ways.

Terrain Tiles

You can use the **terrain tiles** in the Starter Set to change the battlefield. These can either modify the Muunilinst side of the battle grid or add terrain to the blank side.

Muunilinst Side: Changing the Muunilinst battle grid presents you with new tactical challenges. You can lay terrain tiles over preprinted buildings and other features. Don't block corridors or streets when you do this.

Blank Side: Adding terrain to the blank battle grid lets you create a setting of your own design. Lay the terrain tiles out as you choose, to represent an open battlefield, a smaller community, or other contested location.

No Tight Spaces: Place the terrain tiles so that there's always at least a 2-square gap between any impassable terrain, such as two walls or a wall and a pit. You can place a terrain tile so it lines up along the edge of the battle grid, but you can't leave a 1-square gap between impassable terrain and the grid edge.

No Overlapping: Two tiles can't overlap.

Starting Areas: Don't place terrain tiles on a player's starting area unless that player agrees to it.

Competitive Terrain Placement: This option lets you place terrain tactically, to help you and get in your opponent's way. Players each roll 1d20. Whoever rolls highest places a terrain tile. If there are more than two players, the player to the left places a tile next, and so on until they're all placed (or there's no room for the remaining tiles).

The blank side of the battle grid has designated starting areas, depending on the number of players. You cannot place terrain in an opponent's starting area.

Setting Up: When setting up your squad on the blank side of the battle grid, place your characters in a designated starting area. Dice off to see who deploys first; the player who rolls highest decides. If there are more than two players, the player to the left deploys next, and so on.

Multiple Battle Grids

You can put more than one battle grid together for larger battles.

If you put two or more Muunilinst sides together, you make a larger area of the city. In that case, the edges aren't completely impassable: The streets and buildings are set up so that you can join them in various ways to connect one battle grid to another.

If you put two or more blank battle grids together, you can make a larger location of your own design. Characters can cross the connected edges unless you place impassable terrain there.

Three-Way Skirmishes

In a three-way skirmish, all three players fight against one another.

Three-Way Squads

No more than one player can play a Republic squad, and no more than one player can play a Separatist squad. At least one player plays a Fringe squad (maybe more than one). As a special rule, the Republic and Separatist squads can't have Fringe characters. That way, the Fringe player has access to different characters from the other players.

Three-Way Setup

On the Muunilinst side of the battle grid, each squad starts in one of the three large building complexes at the edges of the grid. Players each roll 1d20, and whoever rolls highest chooses a building to be his or her setup building. The player to that player's left chooses one of the two remaining buildings, and the final player sets up in the last building.

All characters start in their squad's setup building. No characters can set up adjacent to doors leading to the street (no outside doors can be open at the start of the skirmish).

For setup on the blank side of the battle grid, see the rules for using terrain tiles, above.

Three-Way Victory

In a three-way skirmish, you don't play until one player is the only one left with characters on the battle grid. Instead, players score points as they defeat enemies. Once you have scored points equal to your squad's total value, you win, even if there are enemies left. This rule means that you're rewarded for attacking the enemy, not for hanging back and letting the other two squads fight each other.

If you happen to defeat your own character, such as with damage from the Grenades special ability, then each other player gets half that character's points (rounded down).

Team Play

If you have four players, you can fight a skirmish in teams.

Team Play Squads

Two players play Republic squads, and the other two play Separatist squads. As with two-player games, any player can use Fringe characters.

Unique Characters: A team can't have more than one copy of a Unique character, just as if the team were a squad.

Allies: Characters in a teammate's squad are allies of your characters.

Team Play Setup

Use the blank side of the battle grid and place terrain tiles as described on page 25. Each squad starts in one starting area designated for 4-player skirmishes. Two squads can't set up in the same starting area. Teammates' squads set up diagonally across from each other. That way, phases alternate from one team to the other.

Team Play Victory

Play until both squads of one team have been entirely defeated.

Out of the Box Scenario

When playing right out of the box, you ignore factions and the Unique special ability. Just play with whatever you get!

Out of the Box Format

You can play Out of the Box with two players, three players, or teams. You can use any of the battle grid options.

Out of the Box Squads

Each player opens one sealed **Star Wars Miniatures** Booster Pack and plays with all the miniatures inside. Ignore factions, the Unique special ability, and point limits for squads.

Out of the Box Victory

As in a three-way skirmish, when you defeat an opponent's character, you score points equal to its cost. You win when you score points equal to the starting value of your own squad or when all enemies have been defeated.

Team Victory: For team play, a team wins when it scores points equal to the total value of the teammates' squads or when all enemies are defeated.

Special Scenarios

You can create special scenarios for added fun. These might recreate battles from the movies or be special skirmishes of your own design. Your imagination is your only limit.

Assault on Muunilinst

This is a special scenario that recreates a climactic battle on the planet Muunilinst. Use the Muunilinst side of the battle grid.

Squads: The Separatist player builds three separate squads: one of 50 points, one of 90 points, and one of 40 points. The Republic player builds a 180-point squad. After building his or her squad, the Separatist player then adds the following characters to it: six Battle Droids, two Security Battle Droids, and one Battle Droid Officer.

If you prefer, you can use the custom squads described in the sidebar.

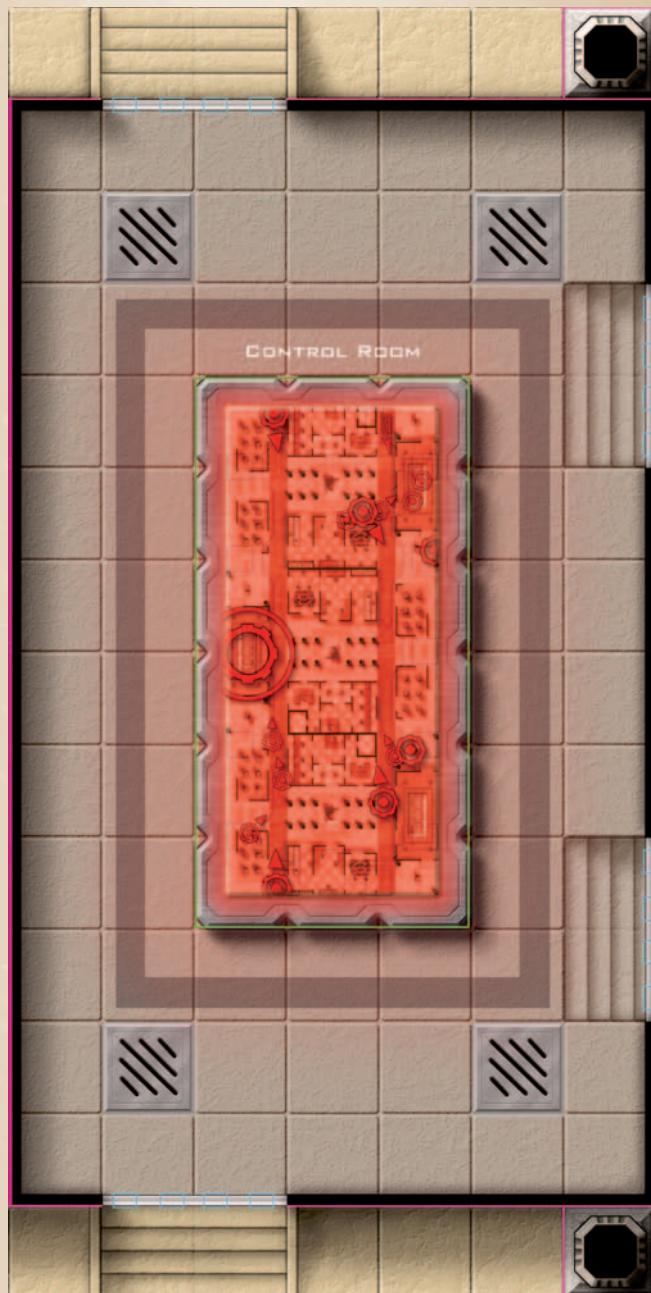
Setup: The Separatist player sets up the Battle Droid Officer, two Security Battle Droids, and six Battle Droids in the nine squares containing guard posts on the battle grid (see the inset illustration). One character occupies each guard post. Then the Republic player sets up all his or her characters within 4 squares of the edge of the battle grid with the Monuments.



Separatist Reinforcements: The Separatist player brings on the three squads as reinforcements after the start of the skirmish. The 50-point squad arrives on turn 2, the 90-point squad arrives on turn 3, and the 40-point squad arrives on turn 5. If the Separatist initiative roll is an odd number, place the reinforcements within 4 squares of the West Plaza corner of the battle grid. If the Separatist initiative roll is an even number, place the reinforcements within 4 squares of the East Plaza corner. These reinforcements are placed on the map immediately before the Separatist player's first activation of the round.

Victory: The Republic player wins immediately if at any time a Republic character is in the Control Room section with no Separatist character in that section.

If no character has damaged an enemy character, made an attack roll, or forced an enemy character to make a save for 10 rounds in a row, the Separatist player automatically wins.



Assault on Muunilinst—Custom Squads

Instead of building your own squads, you can use these custom squads for the Assault on Muunilinst scenario.

Separatist Squad—Starting Forces

Battle Droid Officer	9
6 Battle Droid	24
2 Security Battle Droid	16
	49

(These are the additional Battle Droids, Security Battle Droids, and Battle Droid Officer that set up on guard posts as described in the scenario.)

Separatist Squad—Turn 2 Reinforcements

Battle Droid Officer	9
6 Battle Droid	24
2 Security Battle Droid	16
	49

Separatist Squad—Turn 3 Reinforcements

3 Destroyer Droid	90
	90

Separatist Squad—Turn 5 Reinforcements

Durge	39
	39

Republic Squad

General Kenobi	36
8 ARC Trooper	144
	180

Balancing Scenarios

Sometimes a special scenario seems to favor one faction over the other, or both players might want to play the same faction. If players agree, they can use a “bidding system,” adding points to the less favored squad. Whoever bids lower plays that side, building the squad with the bid number of points.

For example, Bill and Mary are preparing to play the Assault on Muunilinst scenario. They both want to play the Separatists, and neither wants to play the Republic (which starts with a squad worth 180 points). Bill starts the bidding, saying he would play the Republic with a squad costing 220 points. Mary responds with 210 points. Bill comes back with 200 points. Mary agrees to let Bill play the Republic with a 200-point squad and begins setting up her starting Separatist forces. Bill adds another 20 points to his 180-point Republic squad and gets ready to assault Muunilinst!

Glossary

This glossary explains game terms, as well as keywords that appear on stat cards. It also contains detailed information on special abilities and Force powers.

Force powers are identified as “(Force).”

Definitions

The following terms are listed in alphabetical order.

Accurate Shot: A character with this special ability can attack an enemy regardless of whether it has cover. The enemy still gains a +4 bonus to Defense from cover.

For example, Aurra Sing has Accurate Shot. She can shoot past a Clone Trooper and attack General Kenobi behind that Clone Trooper. Normally a character can't target an enemy with cover unless it's the nearest enemy, but Aurra Sing can shoot General Kenobi because she has Accurate Shot.

acting: The acting character is the character who is currently moving, attacking or using a special ability or Force power. The acting player is the player whose squad that character belongs to.

Usually the acting character is the character who is taking its turn, but in cases such as attacks of opportunity or certain special abilities, characters act out of turn.

adjacent: Occupying a square next to this space (including diagonally). A character is not adjacent to characters behind walls.

Advantageous Attack: A character with this special ability gets a +10 bonus to Damage against an enemy who has not activated this round.

Advantageous Cover: A character with this special ability gets a +8 bonus to Defense from cover instead of +4, regardless of what sort of cover the character has.

ally/allied character: Characters in the same squad. In team skirmishes, allies include characters in a teammate's squad.

Anticipation: (Force; 1 Force point) After initiative is determined, a character using this Force power allows you to reroll your initiative roll. You must take the second result, even if it is worse. You can do this only once per round, regardless of the number of allied characters with Anticipation.

If another special ability or Force power allows you to roll twice for initiative, you can reroll both dice using Anticipation.

Attack: (character statistic) The bonus this character adds to attack rolls.

attack: (game term) A character can attack an enemy as part of its turn or as an attack of opportunity.

attack of opportunity: A single, immediate attack against an adjacent enemy who moves. If an enemy moves out of a square adjacent to a character, that character can make an attack of opportunity against that enemy. There is no limit to the number of attacks of opportunity a character can make in a round, but it can make only one in a given character's turn. Your character does not have to make an attack of opportunity if you don't want it to. A character cannot use a special ability or Force power that replaces attacks instead of an attack of opportunity.

attack roll: A die roll to determine whether an attack hits. Roll 1d20 and add the character's Attack. If the result, after bonuses are applied, is equal to or greater than the target's Defense, the attack is a hit and it deals damage.

A *natural 20* on an attack roll (when the d20 comes up 20) is always a hit. It is also a critical hit and deals double damage.

A *natural 1* on an attack roll (when the d20 comes up 1) is always a miss.

battle grid: The gridlined play map on which you place terrain cards and miniatures.

Bodyguard: If an adjacent allied character would take damage from an attack, a Bodyguard character can take the damage instead, even if it is not a legal target for the attacker. For example, it can take the damage even if the attacker doesn't have line of sight to it. A Bodyguard character can't use this special ability when an adjacent ally takes damage from something other than an attack, such as Grenades.

bonuses: Bonuses are added to die rolls or to statistics. A bonus is a number with a "+" sign. Most bonuses stack with each other, but not with themselves. For example, if a character has cover from more than one source, it still gets only a +4 bonus to Defense. A Clone Trooper Commander can give nearby trooper followers a +3 bonus to Attack, but two Clone Trooper Commanders together can't give a trooper follower a +6 bonus.

Bounty Hunter +4: Bounty Hunter characters are good at finding and taking down those they are after. This character gets a +4 bonus to Attack against Unique characters.

Careful Shot +4: On its turn, if a character with this special ability doesn't move, it gets a +4 bonus to Attack. Since this special ability works only on the character's turn, it doesn't help with attacks of opportunity.

character: A single entity represented by a single miniature. Some characters are Unique and have given names, such as General Kenobi. Others are people or creatures of a certain kind and have descriptive names, such as Clone Trooper Commander.

Charging Fire: Instead of taking its normal turn, a character with this special ability can move up to 12 spaces and then make an attack on the same turn.

combined fire: Characters can help an allied character who is attacking. When a character attacks on its turn, other allied characters with line of sight to the target of that character's attack can activate immediately to combine fire. Each character who activates grants a +4 bonus to Attack.

Characters with the Melee Attack special ability or who deal no damage cannot aid in or benefit from combined fire. Characters who have already activated this round can't combine fire, and characters who combine fire can't activate again in the same round. Since this special ability works only on the attacking character's turn, it doesn't help with attacks of opportunity.

commander effect: Certain characters can affect the skirmish, especially their allies, with commander effects. A commander effect can alter setup, the number of characters who can activate in a phase, or the abilities of those characters. Some commander effects have a range. Line of sight is not required for a commander effect to function unless otherwise noted. However, you must count around walls, doors, and similar impassable terrain when measuring range. Commander effects normally do not affect Droid or Savage characters.

Duplicate bonuses from commander effects never stack. A single follower can benefit from any number of commander effects at the same time, but if more than one grants a bonus to the same roll or statistic, only the highest bonus applies. For example, if one commander effect gives a +2 bonus to Attack and another gives a +4 bonus to Attack, a follower subject to both gets only a +4 bonus, not +6.

cover: Characters and certain kinds of terrain provide cover against attacks. A character can attack an enemy with cover only if it's the nearest enemy. Even in that case, the character with cover gets a +4 bonus to Defense.

To determine whether a character has cover from an attack, the player who controls the attacking character chooses a corner of a square in the attacking character's space. If a line traced from this point to any part of the enemy's space passes through a wall or a square that provides cover (including a space occupied by another character), the enemy has cover. The enemy does not have cover if the line runs along or merely touches the edge of a wall or other square that would provide cover. An adjacent enemy does not have cover.

critical hit: A hit that strikes a vital area and deals extra damage. Critical hits occur when the attacker rolls a natural 20 on the attack roll (when the d20 itself comes up 20). A character who scores a critical hit deals double its normal damage. A natural 20 on an attack is also an automatic hit. If a character can somehow score a critical hit on a roll of less than 20, that critical hit also counts as an automatic hit.

If the attack deals bonus damage (such as with the *Cunning Attack* special ability), then a critical hit doubles the base damage but not the bonus damage.

Droid characters are immune to critical hits; such an attack result against a Droid character is still an automatic hit, but it deals only normal damage.

Cunning Attack: A character with this special ability gets a +4 bonus to Attack and +10 bonus to Damage against an enemy who has not activated this round.

Cyborg: A Cyborg character counts as both a Droid and a non-Droid. This means it benefits from effects that target Droids (such as *Repair*) in addition to other kinds of effects (such as *Heal*). However, a Cyborg character is also vulnerable to harmful effects that don't normally affect Droids (such as critical hits) as well as those that specify Droids only (such as *Ion Gun 20*). Cyborgs can be affected by commander effects.

Damage: (character statistic) A character deals its Damage rating on a successful attack (a hit).

damage: (game term) Characters take damage when they are hit by attacks or subject to certain special abilities or Force powers. Damage reduces the Hit Points of the affected character. A character whose Hit Points drop to 0 or lower is defeated.

Dark Master: During setup, if you have a character with this special ability in your squad, choose a Unique allied character in your squad. The chosen ally can spend Force points from this character as if they were its own. That ally doesn't have to have a Force rating, but if it does, it cannot also spend its own Force points on the same turn.

Deadeye: On its turn, if a character with this special ability doesn't move, it gets a +10 bonus to Damage. Since this special ability works only on the character's turn, it doesn't help with attacks of opportunity.

Deadly Attack: A character with this special ability scores a critical hit on a roll of natural 19 or 20 instead of only on 20.

defeat/defeated: A character is defeated when its Hit Points drop to 0 or lower. Remove defeated characters from the battle grid. In a multiplayer game or as a tie-breaker, a defeated character scores victory points for the opponent responsible for its defeat.

Defense: (character statistic) A character's ability to avoid being hit in combat. If the result of an attack roll equals or exceeds the defender's Defense, the attack hits. An attack that hits deals damage and reduces the defender's Hit Points.

dice off: Sometimes two players could do something at the same time. In such situations, both players roll 1d20, and the higher result wins (this is called "dicing off").

door: This is terrain that functions like a wall unless it is open. An open door is ignored. A door becomes open if, at the end of any character's turn, a character is adjacent to it. It remains open until no character is adjacent to it at the end of a turn.

Double Attack: On its turn, if this character attacks without moving first, it then has the option either to move normally or to make an extra attack. The extra attack can be against the same enemy as the original attack, but it doesn't have to be. Since this special ability works only on its turn, this character still makes only a single attack when making an attack of opportunity.

Droid: A Droid character doesn't take double damage from critical hits and is not subject to commander effects.

Droid Master: Non-Unique, allied Droid characters within 6 squares of a character with this special ability gain Double Attack (see that entry, above).

enemy/enemy character: Enemies are characters in opponents' squads, not in your own or a teammate's squad.

Evade: Whenever a character with this special ability is hit by an attack from a nonadjacent enemy, it can avoid the damage with a save of 11.

factions: These three broad categories classify characters according to their allegiances in the Clone Wars. These factions are the Republic, the Separatists, and the Fringe.

Fire Control: If a character with this special ability is in your squad, non-Unique allied Droid characters get a +4 bonus to Attack.

Flight: A character with this special ability ignores enemy characters, low objects, and pits when moving. Walls still block its movement, and it must still end its move in a legal space. Because this character ignores enemies, they cannot make attacks of opportunity against it.

Flurry Attack: When a character with this special ability scores a critical hit, it may make one immediate extra attack (in addition to the other effects of a critical hit). This character may make an extra attack each time it scores a critical hit, even as a result of this extra attack. The extra attack doesn't have to be against the same target, if another legal target is available.

follower: A character in your squad who does not have a commander effect. Most commander effects apply only to followers.

Force Absorb: (Force; 2 Force points) A character using this Force power cancels the effects of a Force power used by an adjacent character. You must decide whether to use Force Absorb immediately after the other Force power is declared but before it takes effect. That Force power is still considered to have been used that turn, and the affected character still spends the Force points.

Force Defense: (Force; 3 Force points) A character using this Force power cancels the effects of a Force power used by a character within 6 squares. You must decide whether to use Force Defense immediately after the other Force power is declared but before it takes effect. That Force power is still considered to have been used that turn, and the affected character still spends the Force points.

Force points: The Force is an energy field generated by all living things. Certain characters can manipulate the Force to create special effects. These characters have a Force rating, a number of points that they can spend to use Force powers (see below), to reroll any die roll (even a natural 1 on an attack), or to move 2 extra squares as part of a move. Once a Force point is spent, the character can't spend it again during the skirmish.

In addition, a character can spend Force points only once per turn. Sometimes, though, a character can spend Force points on other characters' turns, such as to reroll a failed save. In this case, a character can end up spending Force points more than once per round.

Force powers: These are special attacks, moves, or abilities. When using a Force power, subtract its cost in Force points from the character's total. A Force power cannot be used if the character doesn't have enough Force points.

Force Renewal 1: (Force) Whenever a character with this Force power activates, it automatically gets 1 Force point. It can even get more Force points than its starting Force rating.

Force Strike: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 30 points of damage to one enemy Droid within 6 squares.

Galloping Attack: As a character with this special ability moves, it can attack each adjacent enemy; it gets a +4 bonus to Attack when doing so. Roll each attack when this character becomes adjacent to that enemy. This character cannot attack any enemy twice in this turn, and it cannot move directly back into a space it has just left. It still provokes attacks of opportunity as it moves. A character with Galloping Attack can still make a normal attack on the turn it moves, as long as it moves 6 squares or less.

Grenades 10: Instead of making its normal attack or attacks, a character with this special ability can target an enemy up to 6 squares away. This follows all of the usual rules for choosing a target (for example, you can target an enemy with cover only if it is the nearest). The target and all characters adjacent to it (enemies and allies alike) take 10 points of damage. Each character can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Grenades.

Heal 20: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power can remove 20 points of damage from an adjacent wounded character. Heal can't raise a character's Hit Points above its starting amount. It does not affect Droid characters.

Hit Points: (character statistic) A measure of how much damage it takes to defeat this character. A character whose Hit Points drop to 0 is defeated.

immediate/immediately: An immediate action takes place instantly under a particular set of circumstances, even when it is not the character's turn. This action can even interrupt other actions, taking effect just before they do. If multiple immediate actions can take place at the same time, the player whose turn it is takes any immediate actions, then the player to the left, and so on.

Impulsive Savagery: If a Unique allied character is defeated, for the remainder of the skirmish a character with this special ability has the Savage special ability (see that entry, on page 37).

Impulsive Sweep: Once per turn, if a Unique allied character is defeated, a character with this special ability can immediately make one attack against each enemy adjacent to it.

in a square: A character is in a square if any of its space occupies that square. Most characters occupy only 1 square, but Large characters such as a Dwarf Spider Droid occupy a space 2 squares on a side.

initiative: A die roll at the start of the round to determine who goes first. Each player rolls 1d20, and whoever rolls highest chooses who goes first. Reroll ties.

Jedi Hunter: A character with this special ability gets a +4 bonus to Attack and a +10 bonus to Damage against enemies with Force ratings.

Kouhun Infestation: Instead of taking its normal turn, a character with this special ability deals 60 points of damage to one enemy within 12 squares. Line of sight is not needed, but you can't trace a path through a wall (count around it instead). The target can avoid the damage with a save of 11.

Large: A Large character (such as a Dwarf Spider Droid) occupies a space 2 squares wide and 2 squares long. Large characters have to squeeze when moving through narrow spaces.

legal target: An enemy must be a legal target for an attack, special ability, or Force power. The acting character must have line of sight to it, and an enemy with cover is not a legal target unless it is the nearest. If one or more enemies are adjacent to the attacking character, only those enemies are legal targets.

Lightsaber Block: (Force; 1 Force point) When a character using this Force power is hit by a melee attack, it can avoid the damage with a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Deflect: (Force; 1 Force point) When a character using this Force power is hit by a nonmelee attack, it can avoid the damage with a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Duelist: A character with this special ability gets a +4 bonus to Defense when attacked by an adjacent character who has a Force rating.

Lightsaber Precision: (Force; 1 Force point) A character using this Force power gets a +10 bonus to Damage on its next attack. You must decide whether to use this Force power immediately before making the attack roll. Lightsaber Precision works even when the character is making an attack of opportunity.

Lightsaber Reflect: (Force; 2 Force points) When a character using this Force power is hit by a nonmelee attack, it can avoid the damage with a save of 11. If this character avoids damage in this way, the attacker takes 10 points of damage unless it makes a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Riposte: (Force; 1 Force point) When a character using this Force power is hit by a melee attack, it can make an immediate attack against that attacker. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Sweep: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power can make one attack against each enemy adjacent to it. A character can move normally on a turn that it uses Lightsaber Sweep.

line of sight: A character can see a target that it has line of sight to. Walls block line of sight. To determine line of sight, draw an imaginary line between any point in one character's space and any point in the other character's space. If any such line is not blocked by a wall, then the two characters have line of sight to each other. The line is clear if it doesn't intersect or even touch walls.

Loner: A character with this special ability gets a +4 bonus to Attack if no allies are within 6 squares.

low objects: This terrain represents countertops, machinery, terminals, chairs, rubble, and other objects that get in the way. A square containing low objects counts as 2 squares when moving. Low objects do not block line of sight but do provide cover. For purposes of cover, an attacker can ignore low objects in its own space and in adjacent squares.

Master of the Force 3: (Force) A character with this Force power may spend Force points up to three times in a single turn. This character can also spend Force points more than once to take the same action (such as moving an additional 2 squares, or rerolling an attack).

Master Speed: (Force; 1 Force point) On its turn, a character using this Force power can move an additional 6 squares.

Medium: A Medium character occupies 1 square. Most characters are of Medium size.

Melee Attack: (character statistic) A character with this special ability can attack only enemies adjacent to it.

melee attack: (game term) A melee attack is an attack by a character with the Melee Attack special ability. Certain special abilities and Force powers work only against melee attacks. Other attacks are nonmelee attacks, even if they are made by enemies adjacent to the target.

Mercenary: A character with this special ability can move only if it has no legal targets to attack from the space where it starts the move. (However, if it first defeats an enemy with a single attack and cannot then attack any others, it is free to move afterward.) If it moves into a position where it can attack, it does not have to end its movement there.

Mobile Attack: A character with this special ability can move both before and after attacking, up to a total of 6 squares. It is subject to attacks of opportunity as normal.

Momentum: If a character with this special ability has moved during its turn, it gets a +4 bonus to Attack and a +10 bonus to Damage against enemies adjacent to it. Since this special ability works only on this character's turn, it doesn't help with attacks of opportunity.

move: A character can move up to 6 squares and make an attack during its turn. Alternatively, it can move up to 12 squares if it doesn't attack.

nearest enemy: The nearest enemy to a character is the nearest enemy it can see. Another enemy who is actually closer but out of line of sight does not count as the nearest.

When counting range, you can't trace a path through walls, but you ignore characters, low objects, and pits. If two or more enemies are at the same distance, the acting character can choose any of them as the nearest. Determining the nearest enemy is important when a potential target has cover; a character can attack an enemy with cover only if it's the nearest enemy.

on terrain: A character is on or in terrain if any part of its space occupies a square that contains that terrain. This special rule is only necessary for Large characters, which take up 4 squares. (Obviously, a character who takes up 1 square is on terrain if its square contains such terrain.)

opponent: A player you are playing a skirmish against.

Pawn of the Dark Side: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power chooses a non-Unique allied character it can see. The chosen character may immediately take a turn, even if it has already activated this round. (This does not count as an activation for the chosen character.) At the end of this immediate turn, the chosen character takes 10 points of damage.

phase: A part of a round. During your phase, you activate two characters. (If you have only a single character left to activate, you activate only that one.)

pit: A kind of terrain. Pits block movement but not line of sight. They do not provide cover. A character with the Flight special ability can move through a square containing a pit but cannot end its move there.

Quick Reactions: A character with this special ability gets a +6 bonus to Attack when making attacks of opportunity.

range: Sometimes a Force power or a special ability works only within a listed range. This is the distance in squares between the attacker's and the defender's square, counting the defender's square. Diagonals count as 2 squares. Low obstacles and pits do not affect range, but when counting range, you can't trace a path through a wall (you count around it instead).

Recovery 20: (Force; 1 Force point) Instead of taking its normal turn, a character using this Force power can remove 20 points of damage from itself. Recovery can't raise this character's Hit Points about its starting amount.

Regeneration 10: A character with this special ability who does not move on its turn removes 10 points of damage from itself at the end of its turn. Regeneration can't raise this character's Hit Points above its starting amount.

replaces attacks: Some Force powers or special abilities have "replaces attacks" as a special cost. A character who uses such a Force power or special ability is considered to have attacked on that turn. For example, a character can move 6 squares and use a Force power that replaces attacks. Being able to make more than one attack doesn't allow a character to use more than one ability that replaces attacks. When making an attack of opportunity, a character cannot use a special ability or Force power that replaces attacks.

Rolling Cleave: Once per turn, if a character with this special ability defeats an adjacent enemy by making an attack, it can immediately move 1 square and then make an attack against another adjacent enemy. This move does not provoke an attack of opportunity. Rolling Cleave works even when this character is making an attack of opportunity.

round: A skirmish is played in rounds. At the start of a round, players roll initiative. During the round, each player activates his or her characters in phases. When all characters have been activated, the round ends and a new round begins.

Savage: A character with this special ability is wild and difficult to control. The Savage character must end its move next to an enemy if it can (if it can't reach an enemy, it moves normally). If it starts its turn next to an enemy, it can move 0 squares and thus "end its move" next to that enemy. In this case, if it defeats that enemy, the Savage character does not have to move next to another enemy.

A Savage character is not subject to commander effects.

save: Many special abilities and Force powers require a character to save against a listed number to avoid or reduce an adverse effect. Roll 1d20. If the result of the roll equals or exceeds the listed number, the save succeeds.

If the rules text simply says "save" plus a number, the target of the effect makes the save. Sometimes the acting character makes a save instead, such as when using Force Block. In that case, the rules text specifies that the character producing the effect makes the save.

Shields 2: When a character with this special ability would take damage from any source, make two saves, each needing 11 to succeed. For each successful save, reduce the damage dealt by 10 points.

sight: Many Force powers and special abilities have a range of sight. They affect any target that the character using the power or ability can see.

Sith Lightning 30: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 30 points of damage to one enemy within 6 squares. Using Sith Lightning is not an attack and does not require an attack roll.

Sith Rage: (Force; 2 Force points) A character using this Force power gets +10 bonus to Damage on all its attacks until the end of the turn. Sith Rage works even when the character is making an attack of opportunity.

Small: A Small character (such as Yoda) occupies 1 square, just as a Medium character does.

Sniper: A character with this special ability ignores characters other than the target enemy for purposes of cover. Ignore intervening characters when determining both whether that enemy is a legal target, and whether it gains the +4 bonus to its Defense from cover. This ability does not allow the attacking character to ignore terrain that provides cover.

For example, the Nikto Soldier has Sniper. He can shoot past a Clone Trooper and attack the Clone Trooper Commander behind that Clone Trooper, and the Commander does not get a +4 bonus to Defense. However, if there were low objects between the Clone Trooper and the Clone Trooper Commander, the Nikto Soldier would still not be able to target the Commander.

Sonic Attack: An enemy attacked by a character with this special ability cannot use Force powers for the remainder of this turn, whether or not the attack hits.

space: The square or squares that a character occupies. A Small or Medium character occupies 1 square. A Large character occupies 4 squares.

Spotter: If a character with this special ability combines fire against a target within 6 squares, the attacking character gets the listed bonus to Damage against that target.

squad: A group of characters fighting for one player in a skirmish.

squeeze: Large characters can squeeze through small openings (such as single-square doors) and down narrow hallways, provided that they end their movement in an area that they can normally occupy. Large characters can't squeeze past enemies.

stacking: In general, the effects produced by Force powers, special abilities, commander effects, and cover stack (are cumulative) with each other. For example, Kit Fisto grants non-Unique followers a +4 bonus on Attack against wounded enemies, and a Devaronian Bounty Hunter has Careful Shot +4, which grants an additional +4 bonus on Attack if he doesn't move. Thus, the Devaronian Bounty Hunter would get a total bonus of +8 on Attack if he doesn't move and attacks a wounded enemy.

Unless otherwise specified, no effect produced by a Force power, special ability, commander effect, or cover stacks with itself. For example, a Clone Trooper Commander can give nearby trooper followers a +3 bonus on Attack, but two Clone Trooper Commanders together can't give a trooper follower a +6 bonus.

Stealth: If a character with this special ability has cover, it does not count as the nearest enemy for choosing targets if the attacker is more than 6 squares away. A character can attack an enemy with cover only if that enemy is the nearest. If this character would be the nearest enemy, the next-nearest enemy counts as the nearest instead. Follow the normal rules for cover if character with Stealth is within 6 squares of the attacker.

Strafe Attack: Some characters with Flight also have Strafe Attack. As a character with this special ability moves, it can attack each enemy whose space it enters. Roll each attack just before this character enters that enemy's space. This character cannot attack any enemy twice in the same turn, and it cannot move directly back into a space it has just left. A character with Strafe Attack can still make a normal attack on the turn it moves, as long as it moves 6 squares or less.

Surprise Move: (Force; 1 Force point) After initiative is determined, this character can immediately use this Force power to move up to 6 squares before any other character activates. (This does not count as an activation.) This character can use this Force power only once per round.

Synchronized Fire: When a Droid character combines fire with a character with this special ability, it grants a +6 bonus to Attack instead of +4.

target: An enemy character chosen for an attack, special ability, or Force power. Line of sight and cover are determined by drawing lines to the target's space. A square itself can't be a target.

touch: Some special abilities and Force powers have a range of touch, meaning they can be used only on adjacent characters or on the acting character itself.

Triple Attack: On its turn, a character with this special ability can make three attacks, but it can't move if it does so. Each attack can be against the same target or different targets. The attacker does not have to decide which enemy will be the target of other attacks until after the first attack is done. It doesn't even have to decide whether to make another attack until after making the first one; it could move instead. Since this special ability works only on its turn, this character still makes only a single attack when making an attack of opportunity.

trooper: A character with the word "Trooper" in its name, such as a Clone Trooper. Certain commander effects apply only to troopers.

turn: When a character is activated, it is that character's turn. Each character gets only one turn in a round.

Unique: A character with this special ability is one of a kind and has a given name, such as General Kenobi. You cannot have more than one Unique character with the same given name in your squad.

Ignore the Unique ability's squad-building restrictions in Out of the Box games (see Scenarios).

Vaapad-Style Fighting: A character with this special ability scores a critical hit on a roll of natural 18, 19, or 20 instead of only 20.

Vicious Attack: A character with this special ability who scores a critical hit deals triple damage instead of double.

wall: A wall is terrain that blocks movement and line of sight. A character can't move or make an attack through a wall. A character also can't move diagonally past a corner or end of a wall. Count around walls when determining the distance between two characters. Certain big obstacles count as walls, even if that's not really what they are.

Wheel Form: A character with this special ability can move up to 18 squares if it does not attack.

wounded: A character who has taken damage, reducing its Hit Points below its starting amount, is wounded.

Faction Symbol **Name**

Statistics

Hit Points: A character is defeated when its Hit Points drop to 0.

Defense: Enemies must roll this number or higher on attack rolls to hit this character.

Attack: Add this number to the die roll when attacking. Roll the enemy's Defense or better to hit.

Damage: On a hit, deal the listed damage.

Sketch

Set Icon →  12/60 *

Collector Number

Rarity Symbol
 ● = common, ♦ = uncommon,
 ★ = rare, ♣ = very rare

Cost: More powerful characters have higher point costs.

Name

GENERAL KENOBI

36

Special Abilities

Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 5
Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of II)

Commander Effect

Followers can move 2 extra squares on their turns as part of their move.

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Set Icon →  12/60 *

Collector Number

Faction → Republic 36

Name → General Kenobi

Cost

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Rarity → ★

QUESTIONS?

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